

## ABSTRACT

A system and method are disclosed for facilitating development of computer games that depict or represent actual geographic locales or imaginary locales as part of the play scenarios of the games. A computer game factory system includes inventories of map data products, road models, 3D models, game shells, and game engines. Configuration parameters identify which components to select from the inventories to produce games for various different computer platforms. The selected components are combined with a geographic data API and geographic data tools to produce computer games.